

# ROGUISH ARCHETYPES

## INVESTIGATOR

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Rogues are both feared and respected due to their mastery of their craft. Most specialize in stealing, assassination, and deception; however, there are some rogues that specialize in resolving mysteries, learning secrets, and finding the truth. Using their keen mind, they unravel the mysteries of the world, and are masters at using their environment to their advantage. These rogues are known as Investigators, and no one is better at their job than them.

### QUICK SCAN

When you take this archetype at level 3, you can use the Bonus Action granted by your Cunning Action to use the Search action, and you have advantage on Intelligence (Investigation) checks to detect illusions.

### TRAINED IN THE CRAFT

Starting at 3rd level, choose one of the talents below. You choose additional talents at levels 6, 10, and 14.

**Explorer:** You always know where things might be hidden. You have advantage on Intelligence (Investigation) checks when you're trying to find hidden passageways, traps, or a specific item.

**Detective:** For most, a scratch against a door, shards of glass on the floor, rows of empty bottles mean nothing. For you, they speak of an untold story. You have advantage on Intelligence checks to find clues and recreate events in your environment. The more abundant the clues, and the smaller the environment, the better you can interpret these events.

**Cynic:** As a seeker to truth, you're attuned to your surroundings, able to quickly discern fiction from reality. You have advantage on saving throws against illusion spells. Additionally, you're resistant to psychic damage caused by illusions.

**Tinkerer:** You're proficient with Tinkerer's tools. Additionally, you have advantage on Intelligence checks to understand items and objects you spend studying for 1 hour. If successful, you gain the benefits of the *identify* spell, and you gain proficiency with the object whenever applicable. You can be proficient with one object at a time with this feature.

**Informant:** No one is better at collecting information than you, especially about a target. While in cities or towns, you have advantage on Intelligence (Investigation) checks to find locations and information pertaining to a specific individual, group, or organization.

### RESOURCEFUL STRIKER

Starting at 9th level, your powers of observation allows you to map the battlefield around you, knowing the best places to strike, and where your opponent might hide. Whenever you use Quick Scan, choose one creature you can see; you can make a contested Intelligence (Investigation) check against a creature's Intelligence (Investigation) check or Wisdom (Perception) check (enemy chooses). If successful, your Sneak Attack damage increases by 2d6 against that creature, and you have advantage on Wisdom (Perception) checks to locate the creature if it tries to hide.

This effect lasts for 1 minute, or until you successfully use Resourceful Striker against another target.

### AMBUSHER

Starting at 13th level, you can always find the best location for an ambush. You and your allies have advantage on Dexterity (Stealth) checks when ambushing enemies, and surprised enemies have a -5 penalty to their initiation.

### DEADLY STRIKER

At 17th level, the entire battlefield becomes your hiding spot, making it hard for your enemies to keep track of you. When a creature is affected by Resourceful Striker, you can apply Sneak Attack damage twice per round, instead of once, against that creature.

Once you use this feature, you must finish a short or a long rest to use it again.